# .NET Audio Frameworks

## NAudio (MS-PL License)

<https://github.com/naudio/NAudio>

Old, popular and well documented open-source library. Might be a little weaker on performance side.

Supported output:

* WaveOut
* DirectSound
* ASIO
* WASAPI

Supported codecs:

* MP3 (ACM, DMO, MFT)
* G.711 mu-law and a-law
* ADPCM
* G.722
* Speex (NSpeex)
* WMA, AAC, MP4 and more from Media Foundation

## CSCore (MS-PL License)

<https://github.com/filoe/cscore>

Relatively new open-source library written in C# using minimum 3rd party libraries. The source code is very well maintained and supported, supposedly faster than NAudio.

Supported Windows outputs:

* WaveOut
* DirectSoundOut
* WASAPI
* XAudio2

Supported codecs:

* MP3
* WAVE (PCM, leeeFloat, GSM, ADPCM, …)
* FLAC
* AAC
* AC3
* WMA
* Raw data
* OGG-Vorbis (NVorbis)